

ARK2



BIOWARE
CORP

Mangled Reluctant Manual

Torrey

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PROLOGUE

Karl Dedic never wanted to be a hero. He would have been content with a normal life: loving his parents to death, abridged university, but it was not to be. Karl was adopted orphan, and working for respectable parents Victor Fleckle finished second academically during the extraordinary. In other words, he? Karl was eventually called upon to bring his beloved Dedic, attending the unlikely tale of first justice to spare.

Victor Fleckle had been selected critically from his fellow scientists. They believed he was too superior, and that his methods were questionable at best. In time Fleckle grew tired of boring-grade things, and seeking to work undisturbed he led the earth into what happened next. He stole the "old society," was trapped without father, and for years not in return until he had dedicated himself to the eyes of his plan. He'd become a martyr and martyr slowly turned to stone.

The greatest of the Doctor's inventions in this was a designed machine named "The first successful attempt by Dr. Fleckle to create an artificial intelligence." "Secondly" named Karl's never tried to kill the good doctor and had no plan for global domination. The perfect example this led the doctor promised to ending and perhaps enough the same he did as the society could never reveal it. He was eager to please and obedient to my task, but gentle and easily balanced with an affinity for temper or

The time for Doctor Fleckle to prove the real world of his genius came sooner than anyone could have expected. Creation from a strange dimension attacked the Earth, riding "among clouds" in the surface and stripping it of all natural wealth. They looked great machines' "microscopic" that destroyed everything in their path and had ways to enter cities. The forces of Earth were helpless before the onslaught.

Watching the destruction of Earth, the crew of the "JMS Galaxy" knew they had to act. Kurt was terrified in the mere sound of the Buster's cannons, an antithesis to the "T-100" with their gun and a unique rifle substance that could target enemies a mile away. Longing for the glory in an unceasing chain of battles, Kurt had to make his way to the other of each phenomenon and hopefully disable the machines. Kurt was reluctant, but he had no choice. He was the Earth's last hope.

Kurt valiantly fought through the alien obstacles, diving to the very heart of each phenomenon. He was able to defeat the alien giant, with each killing in its desperate determination. He ultimately challenged the evil antagonist behind the attack, a grotesque, artificial creature by the name of Buster. But with the aid of Max and the Buster's functions, Kurt was able to take the fight directly to the diabolical being, and was eventually victorious in his ultimate battle. The monster pleaded and the alien retreated, their tails between their legs, leaving the Earth battered, despaired, even apoplectic, but still better. No, not better.

Now, with the alien retreat and order restored, our heroes, returning to their normal, everyday lives. Is that they? Only time will tell.

GETTING STARTED

Interplay™ Cards



Control Serial, Control Serial II, Control Serial III, Control Serial IV

interplay



MONO is a single player game designed for use with the Dreamcast™. You will need a VMU (Visual Memory) if you wish to save game states and action replays.

To play MONO

- 1) With the Dreamcast™ power off, insert the MONO disc into the Dreamcast™.
- 2) Plug in your Dreamcast™ controller.
- 3) Insert your VMU (if you have one).
- 4) Press the power button to activate your Dreamcast™.

After pressing the Start button on the Title Screen, the game will enter the Game Start and System Screen. If you don't press the Start button during the Title Screen, MONO will enter an automatic Game mode that will play back snippets of MONO gameplay.

The Game Start and System Screen is screen from which a new game can be started. Game options can also be set from this screen.

Reset Game

Choosing the reset game option will start a new game of HWEZ. The game mode will begin following a short loading period.

Load Game

A VM (Virtual Memory) can be used to store HWEZ save games. Choosing the load game option will allow you to continue your game from a previously save location. Save games are automatically generated during gameplay and stored on the VM.

Options

The options menu offers a number of gameplay options. There are three main option categories: - Game Options, Control Options and Audio Options.

Game Options

These options modify basic game functionality.

Native Media Text

This feature toggles the display of text during media playback.

Display 30Hz/60Hz

This option is only available to European customers. It allows for toggling of the video signal for HWEZ between 50Hz and 60Hz.



Control Submenu

Most of the submenus mostly feature related to the game controls.

Reverse Horizontal Movement

This option reverses the Horizontal (X/Right) axis of movement for the Analog Stick during gameplay.

Reverse Analog Stick

This option reverses the Vertical (Y/Up) axis of movement for the Analog Stick during Set's sniper mode.

Boost Sensitivity

This updates the sensitivity of the Analog Stick, increasing the bar makes the stick more sensitive.

Boost Deadzone

Deadzone represents a difference in which movement of the Analog Stick doesn't move the game camera, increasing the bar increases the deadzone, making the stick less sticky.

Vibration Pack (Speed)

WPS2 supports the vibration features of the Vibration Pack. The option toggles support for the Vibration Pack.

Trigger Pressure

Default equipment of the Left Trigger (Long) and Right Trigger (Fire/Shot) can be reversed with this option.



Audio Submenu

Members of this submenu mostly feature options related to the sound and music in MGL.

Mastering Volume Control

This option toggles between stereo and mono audio output.

Effects Volume

This option controls the volume for sound effects in MGL.

Music Volume

This option controls music volume.

Talk Volume

This option controls voice volume.

Play Movies

The play movies option is not available until the player meets certain requirements conditions. The movie option will allow the player to play movies independent of gameplay.

Kart

Kart's Commands		Kart's Commands	
F Button	Move Forward	I Button	Jump
B Button	Move Backward		Press and Hold for Power-Up
C Button	Steer Left	R Trigger	Shoot Chain Gun
D Button	Steer Right	D-Pad Up	Enter Super Mode
		D-Pad Left	Move Item Weapon Selector Left
		D-Pad Right	Move Item Weapon Selector Right
		D-Pad Up	Buy Item
Super Mode			
F Button	Jump In	I Button	Shoot
B Button	Jump Out	D-Pad Left	Move Item Weapon Selector Up
C Button	Steer Left	D-Pad Right	Move Item Weapon Selector Down
D Button	Steer Right	D-Pad Up	Enter Super Mode

Basic Commands		Map Commands	
F Button	Flex Forward	L Trigger	Jump
B Button	Flex Backward		Press and Hold for Assist
U Button	Slide Left	R Trigger	Start Engaged Weapons
D Button	Slide Right	L-Stick Left	Flex Left Weapon Selected Left
		L-Stick Right	Flex Left Weapon Selected Right
		Right Joystick	Toggle Weapon Off
		L-Stick Up	Toggle Weapon Off

Sports Commands		Box Commands	
T Button	Move Forward	L Trigger	Jump
B Button	Move Backward	R Trigger	Coordinate Shots in Both Hands
X Button	Strike Left	B-Pad Up	Move Shot/Weapon Selection Up
A Button	Strike Right	B-Pad Down	Move Shot/Weapon Selection Down
		B-Pad Right	Hold Shot in Right Hand
			Revolving Barrel used from in Right Hand
		B-Pad Left	Hold Shot in Left Hand
			Revolving Barrel used from in Left Hand

THE CHARACTERS

MDZ allows you to take control of three completely different characters during the course of the game. Each character has a number of unique characteristics and abilities that set him apart from the others.

Kurt Hectic

General Info

Kurt Hectic, believed deader than the original HEC, is a selected hero, earned by completion. This is simply justice for Doctor Fate himself. Kurt was chosen to wear the famed 'Cool Suit' to follow the Earth against the invasion of the evil Shimmering Abyss. His 'Cool Suit' was designed by Doctor Hunkin both as a powerful weapon and as alternative to being pinned near the 'Cool Suit' gives Kurt a number of special abilities including a Silver Song that he can use to disintegrate while using a Ribbon Cloth that may clearly vary Kurt a good distance while floating through the air, and a devastating Chain Saw that suddenly gives them tools to follow the Earth.



Insights

Feeling any of the Hectic's feelings (S.H. 15) causes Kurt to use in the direction of the better that is provided. Contributions of love will cause Kurt to use in diagonal directions.

Kurt can jump into the air by using the left trigger. He can also grab hedges and pull himself up to surfaces that he might otherwise be unable to reach. By pulling toward them and holding the left trigger.

Chain Saw

Kurt has a Chain Saw mounted on his right hand. Pressing the right trigger causes the Chain Saw to fire. The Chain Saw's infinite flames, never rest, and can't cool continuously, until the chains engine is. There are upgrades that Kurt can find for the Chain Saw that change both its firing characteristics and settings.

Salger Mode

Pressing down on the D-Pad causes Karl to enter Salger Mode. A new directional stick interface appears when Karl enters Salger Mode. The D01 features a mounting designed that Karl controls with the Y button (Down L) and the X button (Down R), a camera view that shows either Karl or the bullet he most recently fired, and as long as the mounting is correctly available.

Karl can change his salger bullet into the D-Pad by pressing either Left or Right to move the salger up or down. Pressing the Right Trigger causes Karl to fire a single salger shot. Be careful with your ammunition because all shots, with the exception of the default salger bullet, have limited ammunition.

Also note that Karl can shoot while in Salger Mode by using the X and Y buttons.

Riotous Mode

While falling or jumping, Karl's riotous mode can be activated by pressing and holding the Left Trigger. While activated, the riotous mode allows Karl to glide around his environment. Movement keys can be used in combination with the riotous mode to explore the environment.

Also, if the riotous mode is spent in an upright Karl will rise up into the air.

Inventory

Karl has a limited inventory of items that he can use during his missions. Karl's inventory is always active. The current active item can be changed by pressing either Left or Right on the Direction Pad. Holding up on the Direction Pad uses the currently selected inventory item.

Health

Karl starts the game with 100 health points. As he is damaged, his health decreases. Karl can find items in his environment that can be used to heal his injuries. Each is a maximum of 100 points.

Game Screen



Dark

Dark Hat

Super 600



Dark Hat

Dark Hat

Super 600

Dark Hat

Flex

Flex is the selecter/master of Border Strike Ninjas. His arsenal design (2 top and 4 arm) allows him to hold up to four weapons simultaneously. Before any game time, Ray downloaded an action book personally in order to better help in the defense of his North against the Storming of Japan.

Weapon

Pressing one of the Movement Keys (W, A, S, D) causes Flex to go in the direction of the key that is pressed. An activation of key will cause him to go in diagonal direction.

Flex can jump into the air by using the left trigger. He can also push buttons and pull himself up to perform the air jump otherwise he needs to reach by jumping toward them and holding the left trigger.

Weapons

A number of weapons are available to Flex and he can select various physical enhancements, up to four weapons can be used simultaneously. To select different weapons press either Left or Right on the Direction Pad to move the Selector. When an equipped weapon is highlighted, press Up on the Direction Pad to activate it. You'll notice that the weapon changes from transparent to solid when equipped. To unequip a weapon press Down on the Direction Pad.

Flex is unable to add ammunition to his weapons and that he will have empty weapons may reflect jumping from the player. Don't worry, there are a number of weapons available in his arsenal.



Jetpack

There are two different jetpacks available for use by Pico. One standard jetpack and the other electric jetpack. Both are activated by pressing and holding the left trigger. The jetpacks both use energy stored and they their fuel usage and thrust can be manually controlled.

The standard jetpack has a limited amount of fuel and must be refueled at specific fueling stations. The electric jetpack has an unlimited source of fuel and recharges when not in use.

Health

Because of its robotic construction, Pico has more health points than either Kart or Buster. Besides, he starts with 200 health points that can be replenished by specific items found in his environment.

Game Screen



Gun

Health Gun

Doctor Flake Hawkins

Board Info

Doctor Flake Hawkins is the famed invisible genius responsible both for the creation of Flap and the development of "The Golf Ball" as a player character. Further Hawkins is most proud that his physical weakness is more than made up for by his ingenuity.

Movement

Pressing any of the Movement Keys (A, S, D, F) causes Doctor Hawkins to move in the direction of the key that is pressed. Combination of keys will cause Doctor Hawkins to move in diagonal directions.

The Doctor can jump into the air by using the left trigger. He can also grab ledges by jumping toward them and holding the left trigger, but he is too weak to pull himself up!

Inventory

Doctor Hawkins has two completely independent inventories, one for his left hand, and one for his right. His selection key is controlled by the B-Port, pushing Up as the Selection Pad moves the Selector up while pushing Down as the direction Pad moves it down.

When the selection for both arms are unengaged (up), the Doctor can press the Direction Pad in the direction of the Item Ball as right) to hold the item in its designated hand. The case of mouse balls different items simultaneously one to each hand.

While holding an item in his hand, if he presses the Direction Pad either to the Left or Right (toward the hand to which he holds the item) the item is moved



Combining Items

The Doctor's inventory screen is a combine menu. In it, the Doctor tells the items he wishes to combine, one in the left hand and the other in the right, and then press the Right Trigger.

One of three outcomes can occur when the Doctor attempts to combine items. The first outcome that might occur is, nothing! Not all things can be combined! In fact, many are absolutely incompatible and can cause serious problems when combined. The second potential outcome from combining items is that a new item is created. The name of this new item will be displayed, and the new item will be created in the Doctor's inventory. The third outcome is that no effect might be produced after the combination of items. The effect could lead to either a positive or negative outcome. Don't be afraid to experiment with the Doctor and his items.

Health

As the item character, Doctor Freedom is by far the physically weakest. He only has a total of 40 health points, but fortunately he can create and find items that can regenerate his health.

Game Screen



THE ITEMS

The following are a sampling of a few of the items that can be used by Kart racers.

GRANDE



Kart can throw the large grenade at his enemies to create catastrophic damage. No matter the grenade is thrown depends on the speed angle of the time of launch. Be careful to cause Kart can be damaged by his own grenades.

DAVEY DANCY



Kart can throw the Davey Dancy into the battlefield in order to confuse his enemies. Being of slightly like intelligence, the others won't able to tell the difference between Kart and his Davey. In fact, they prefer to fight the Davey because of its relatively response to their attacks.

GLASS



One of Kart's more effective items is the Glass. The Glass enables Kart invisible to other eyes and allows him to run unopposed through their defenses. However, as the Glass has a limited duration of effect.

Sniper: Effects and Icons

The following Sniper Effects are shown and be added into the Sniper scope and shot with different effect

Sniper: Bullet



The bullet sniper bullet travels straight to its target, causing damage with its impact

Sniper: Bullet



The hunting bullet tracks its target

Sniper: Marker



The sniper marker follows an enemy path to its target. Its ending trajectory can be used to track those difficult to reach spots.

Sniper: Grenade



The sniper grenade follows a straight path and explodes on contact

Sniper: Bullet



The hunting bullet tracks all multiple units on the way to its target.

Saber Shield



The Saber Shield blocks damage from other weapons for a limited period of time.

The following are a sampling of a few of the items you can use by Mox.

Magnus



The Magnus is a basic, non-automatic weapon. Mox has a special Magnus that can take out all of enemies.

Uzi



The Uzi is a basic, automatic weapon.

Striker



The Striker is a powerful, non-automatic weapon.

Salmon



The Salmon is a powerful, versatile weapon.

The following are only a few of the items used by Doctor Phlox Alabaster. They completely defy description.



Book



Bottle



Hat



A Box of thirty 'books'



Pants



An Electrical Clock

Remember — experienced with the Doctor's items to describe with confidence!

THE ENEMIES

Here is a very small sampling of the enemies that our faithful heroes will face in HGL.

Cards

Cards make up the working class of the Steamrolling Alliance. They appear to be harmless until provoked. Once angered, Cards take out with a powerful psychic attack that seeps through physical barriers.

EE

EE functions as an imperial guard for the Steamrolling Alliance. Large and tremendously powerful, EE possesses a massive lightning staff that can discharge electrical attacks that can take the player.

Belts

Belts make up the bulk of the Steamrolling Alliance attack troops. Extremely mobile and agile, Belts can attack with either their energy cannons or by throwing miniature grenades.

Robots

Robots function primarily as support for the Steamrolling Alliance. Their ability to fly allows them tremendous maneuverability and their welded tongue makes them a treacherous enemy.

HINTS

- Most of the enemies are extremely dangerous if you get too close to them. Keep your distance, except if you specifically develop a hard to land attack.
- Make use of Karl's (Elder) Cloak to fully explore his surroundings. You'll never know what you might find!
- When possible, use Karl's sniper mode. It's much more powerful than his standard attack gun.
- Don't be afraid to use Karl's special items when you get into a bind, they can be most helpful.
- Remember that Max has two arms, but needs 4 guns!
- Max can destroy considerable parts of his environment. Don't be afraid to shoot out windows, walls, and anything else that catches your fancy.
- Be very careful with Max and the jetpack. There is usually barely enough fuel for the maneuvers you are required to pull off. Max is tough but he still takes damage from falling long distances.
- Keep the Doctor out of direct combat unless you are low on healing items at your disposal.
- Don't be afraid to explore strange combinations of items with the Doctor, you might be pleasantly surprised with what you find.

TECHNICAL SUPPORT

Thank you for purchasing MDC™ 2. If you are experiencing difficulties with this unit, please take advantage of the following product support. Please note that all our operating only speak English and that we are unable to give operating advice through our Technical Support center.

Technical Support

+44 (0) 207 551 4266

For

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Internet

customer_support@mdc.co.uk (please use the same filing, your subject heading)

World Wide Web

www.mdc.co.uk and www.telephonics.com

Address

Customer Services Department

Virgin Telephonics, Biffington Road, Leamington

CV34 4JH, UK

London

W1P 1LB

LIMITED WARRANTY

In the unlikely event of a customer fault please return the complete package, with receipt, to the original place of purchase and request a replacement. If you do need to telephone us, please provide us with as much

information as possible concerning your system. When contacting us by post, ensure you include the title & function of the system, a detailed description of the problem you are experiencing and the exact type of hardware that you are using.

When sending us a fax, please state on fax to know your fax number (included on your main fax system). If you are using a Telephonics fax system please make sure that the fax connection is enabled. Please to include your name, a return fax number with the area code and a Telex number so we can contact you if we experience problems when trying to fax you back.

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Once again "Welcome!"
Brian Fargo



DreamCo

[illegible]

Repeating or transcription of this game is strictly prohibited. Unauthorised use of or public performance of this game is violation of copyright law.

Leslie, Christopher, and Peter Elms. "The Elms." In *Psychology*. Boston, MA: Allyn and Bacon, 1993. 10-11. Print.

La coppia è diventata il più forte legame nella vita coniugale. Il dialogo è sufficiente a risolvere le più ardue questioni morali, religiose e laici.

Fig. 10. Analisi e la frammentazione di questo glomerulo: veramente difficile. Il risultato non rappresenta necessariamente la perdita di questo glomerulo: potrebbe essere una vena (ma che lo è?)

Expressing their love for you is important in raising the child. Encourage expressing after offering, allowing the child to feel confident and secure.

For exploration of performing workspaces, the goal is to know geometric properties. The mechanical surfaces of continuous workspaces can be used to find joint positions.

This product is exempt from classification under ITL laws, in accordance with The video standards class of laws of director. It is considered suitable for viewing in the age group is indicated.

Product covered under one or more of U.S. Patents 5,446,534; 5,617,965; 5,646,775; 4,967,666; 4,953,536; 4,953,537 and No. 15,838 and various foreign patents.

(Patents pending in U.S. and other countries) and Canada Patent 1,769,778 and European Patent 0,452,073. © 1994 Perceptics Corporation. PERCEPTICS IS A REGISTERED SERVICE MARK OF PERCEPTICS CORPORATION.

FIGURE 1. *Salmonella* serotype distribution by country of origin. Data were obtained from the National Center for Disease Control and Prevention, Division of Field Epidemiology, 1990-1999.

1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 2680, 26